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Terms	Documents
asynchronous near4 (connect$ or communicat$) and first process$ and second process$	297

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L22	(first$ process$ same second process same asynchro$)	59	L22
L21	6757567.pn.	1	L21
L20	L19 and (first near4 process$) and (second$ near4 process$)	236	L20
L19	L18 and network$	512	L19
L18	L17 and type$	742	L18
L17	asynchronous$ near4 (communicat$ or connect$) near5 process$	848	L17
L16	l12 and asynchro$	1	L16
L15	L12 and (stor$ or buffer$) near4 (origin$ or host$)	1	L15
L14	L12 and (stor$ or buffer$)	1	L14
L13	L12 and (prevent$ or restrict$) near4 overflow$	1	L13

L12	6463036.pn.	1	L12
L11	L10 and asynchronous$	101	L11
L10	l9 and (first and second$)	191	L10
L9	L8 and (connect$ or communicat$)	196	L9
L8	L7 and (back$ or return$) near4 (data$ or application$ or information$)	199	L8
L7	L6 and (buffer$ near4 (host$ or origin$))	320	L7
L6	(prevent$ or restrict$ or stop$) near4 overflow$	8435	L6
L5	L4 and (buffer$ and overflow$)	1	L5
L4	4156798.pn.	1	L4
L3	L1 and (first$ same second$ same execut$ same application$)	1	L3
L2	L1 and (irst$ same second$ same execut$ same application$)	0	L2
L1	6226678.pn.	1	L1

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(713/200).ccls.	1550

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L6	713/200.ccls.	1550	L6
L5	718/107.ccls.	429	L5
L4	707/203.ccls.	962	L4
L3	715/773.ccls.	34	L3
L2	709/224.ccls.	2043	L2
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1 Process migration
September 2000 **ACM Computing Surveys (CSUR)**, Volume 32 Issue 3

Full text available: pdf(1.24 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

Process migration is the act of transferring a process between two machines. It enables dynamic load distribution, fault resilience, eased system administration, and data access locality. Despite these goals and ongoing research efforts, migration has not achieved widespread use. With the increasing deployment of distributed systems in general, and distributed operating systems in particular, process migration is again receiving more attention in both research and product development. As hi ...

Keywords: distributed operating systems, distributed systems, load distribution, process migration

2 Join processing in relational databases
Priti Mishra, Margaret H. Eich
March 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 1

Full text available: pdf(4.42 MB)

Additional Information: full citation, abstract, references, citings, index terms, review

The join operation is one of the fundamental relational database query operations. It facilitates the retrieval of information from two different relations based on a Cartesian product of the two relations. The join is one of the most diffidult operations to implement efficiently, as no predefined links between relations are required to exist (as they are with network and hierarchical systems). The join is the only relational algebra operation that allows the combining of related tuples fro ...

Keywords: database machines, distributed processing, join, parallel processing, relational algebra

3 Paradigms for process interaction in distributed programs
Gregory R. Andrews
March 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 1

Additional Information: full citation, abstract, references, citings, index

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1 Paradigms for process interaction in distributed programs
Gregory R. Andrews
March 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 1

Full text available: pdf(3.77 MB)
Additional Information: full citation, abstract, references, citings, index terms, review

Distributed computations are concurrent programs in which processes communicate by message passing. Such programs typically execute on network architectures such as networks of workstations or distributed memory parallel machines (i.e., multicomputers such as hypercubes). Several paradigms—examples or models—for process interaction in distributed computations are described. These include networks of filters, clients, and servers, heartbeat algorithms, probe/echo algorithms, broa ...

Keywords: clients and servers, distributed and parallel algorithms, distributed programming, distributed programming methods, heartbeat algorithms, networks of filters, patterns for interprocess communication, probe/echo algorithms, replicated servers, token-passing algorithms

2 System support for pervasive applications
Robert Grimm, Janet Davis, Eric Lemar, Adam Macbeth, Steven Swanson, Thomas Anderson, Brian Bershad, Gaetano Borriello, Steven Gribble, David Wetherall
November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

Full text available: pdf(1.82 MB)
Additional Information: full citation, abstract, references, index terms

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

Keywords: Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

3 Fast detection of communication patterns in distributed executions

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